entry: call void @llvm.dbg.value(metadata ptr %a, metadata !21, metadata ...!DIExpression()), !dbq!27 call void @llvm.dbg.value(metadata ptr %b, metadata !22, metadata ...!DIExpression()), !dbg!27 call void @llvm.dbg.value(metadata ptr %c, metadata !23, metadata ...!DIExpression()), !dbg!27 call void @llvm.dbg.value(metadata i32 %n, metadata !24, metadata ...!DIExpression()), !dbg!27 tail call void asm sideeffect "dmb sy\0A\09orr x3,x3,x3\0A", " \sim {memory}"() ... #5, !dbg !28, !srcloc !29 call void @llvm.dbg.value(metadata i32 0, metadata !25, metadata ...!DIExpression()),!dbg!30 %cmp11 = icmp sgt i32 %n, 0, !dbg !31br i1 %cmp11, label %for.body.preheader, label %for.cond.cleanup, !dbg !33 for.body.preheader: %wide.trip.count = zext i32 %n to i64, !dbg !31 br label %for.body, !dbg !33 for.body: %indvars.iv = phi i64 [0, %for.body.preheader], [%indvars.iv.next, ... %for.inc 1 call void @llvm.dbg.value(metadata i64 %indvars.iv, metadata !25, metadata ...!DIExpression()), !dbg !30 %rem15 = and i64 %indvars.iv, 1, !dbg !37%cmp1.not = icmp eq i64 %rem15, 0, !dbg !37 br i1 %cmp1.not, label %for.inc, label %if.then, !dbg !40 %arrayidx = getelementptr inbounds i32, ptr %a, i64 %indvars.iv, !dbg !41 %0 = load i32, ptr %arrayidx, align 4, !dbg !41, !tbaa !43 %arrayidx3 = getelementptr inbounds i32, ptr %b, i64 %indvars.iv, !dbg !47 %1 = load i32, ptr %arrayidx3, align 4, !dbg !47, !tbaa !43 %mul = mul nsw i32 %1, %0, !dbg !48 %arrayidx5 = getelementptr inbounds i32, ptr %c, i64 %indvars.iv, !dbg !49 store i32 %mul, ptr %arrayidx5, align 4, !dbg !50, !tbaa !43 br label %for.inc, !dbg !51 for.inc: %indvars.iv.next = add nuw nsw i64 %indvars.iv, 1, !dbg !52 call void @llvm.dbg.value(metadata i64 %indvars.iv.next, metadata !25, ... metadata !DIExpression()), !dbg !30 %exitcond.not = icmp eq i64 %indvars.iv.next, %wide.trip.count, !dbg !31 br i1 %exitcond.not, label %for.cond.cleanup.loopexit, label %for.body, !dbg ... !33, !llvm.loop !53 F for.cond.cleanup.loopexit: br label %for.cond.cleanup, !dbg !34 for.cond.cleanup: tail call void asm sideeffect "dmb sy\0A\09orr x4,x4,x4\0A", "~{memory}"() ... #5, !dbg !34, !srcloc !35 ret void, !dbg !36